



STORMLIGHT SCENARIOS

STORMLIGHT™ ADVENTURES FOR TIERS 1 – 3
FOR THE COSMERE® ROLEPLAYING GAME



COSMERE[®]

ROLEPLAYING GAME

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These adventures require the *Stormlight Handbook* and *Stormlight World Guide* to play.



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Digital Edition (v1.02)



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INTRODUCTION

ROSMAR, A WORLD OF STORMS AND CONFLICT, IS made for sweeping epics and grand stories. It's also a varied landscape of heartwarming romances, terrifying chases, intriguing mysteries, and more.

Stormlight Scenarios includes seven short adventures set in the war-torn year between Brandon Sanderson's novels *Oathbringer* and *Rhythm of War*. These scenarios have been optimized for four player characters (PCs) and provide stories in tier 1, tier 2, and tier 3.

Each low-prep, self-contained scenario takes between two and three hours to play. They can be used as standalone stories or dropped into existing campaigns as side quests.

RUNNING THESE SCENARIOS

To run these scenarios, you need the *Stormlight Handbook* and the *Stormlight World Guide*.

Text in a box like this is meant to be read aloud or paraphrased to the players, typically when their characters arrive at a location or when a specific situation is triggered (as described by the text).

When a character's name appears in **bold**, it indicates that you need their stat block for the scene. You can find all stat blocks in chapter 8 of the *Stormlight World Guide*.

When an item appears in **bold italics**, it indicates that this item has special rules; if a PC obtains that item, be sure to provide the player a copy of those rules. These items are described in chapter 7 of the *Stormlight Handbook*.

LOW-PREP GAMES

Each Stormlight scenario has been designed to facilitate a two- to three-hour session with just ten minutes of GM preparation. Each short scenario includes hooks, story beats, challenges, and rewards.

IN YOUR OWN CAMPAIGNS

Stormlight Scenarios can be run as several single-session stories, or these short adventures can be incorporated into your ongoing campaigns. For example, "A Spark in the Supplies" could be used as a travel interlude during the *Stonewalkers* adventure. Or, if your PCs are spending time in Urithiru between missions, you could use "Found in the Dark" or "The Stolen Masterpiece."

TAILORING SCENARIOS

With a little extra preparation, these scenarios can be modified to better match your campaign or provide the right challenge for your players and their characters.

LOCATIONS

Each Stormlight scenario is tied to a thematic or narrative location, but you can modify any adventure to suit your campaign. Think about where your ongoing stories take place, and consider how you could modify a scenario to fit into a nearby location.

ADVENTURE HOOKS

If the two adventure hooks in each scenario don't work for your PCs, you can modify the hooks or develop your own. For inspiration, consider the following:

Review PC Goals. How could a PC achieve a milestone by completing this scenario?

Consider the Source. How the characters learn about the story could modify the hook. What does this person or organization want? Can you use a non-player character (NPC) the PCs already know to deliver the hook?

Build on Previous Adventures. If the PCs succeeded on a dangerous mission, they may be recruited to undertake another. Or if they failed someone in a previous adventure, maybe this scenario includes a way to settle a debt or make amends.

GETTING THE MOST OUT OF ENDEAVORS

Endeavors are one of the core scene types in the COSMERE RPG. They are a structured combination of skill tests and roleplay. Their flexibility lets you use them to represent single scenes as well as large montages. When running an endeavor with minimal preparation, define objectives and circumstances as usual, but encourage your players to get descriptive with their actions and share the narrative load. You can follow their lead and introduce changing circumstances based on their actions. For more guidance, see chapter 12 of the *Stormlight Handbook*.

TIERS AND COMBAT

If the Stormlight scenario you want to use is higher or lower than your party's tier, a few quick modifications can turn it into a worthy challenge.

Adjusting combat scenes is simple. Consider modifying the number of adversaries, their health, or their stat blocks. For additional guidance, see "Building Combat Scenes" in chapter 13 of the *Stormlight Handbook*.

Beyond combat scenes, making lower-tier scenarios interesting for PCs with powerful abilities or equipment—or making higher-tier scenarios accessible to PCs with fewer resources—may present more challenges. Consider how you can reframe locations, adjust objectives, or change the severity of outcomes to better match your PCs' capabilities.

REWARDS

Finally, one of the most effective ways to personalize a Stormlight scenario is to match the rewards to your group's needs or interests. Consider the following:

- ♦ What connections, items, or information do they need?
- ♦ If they completed a goal, how can this scenario provide an appropriate reward?

Use the scenario's outcome, consequences, and rewards (or punishments!) to set up the next step in your campaign. For more guidance, see chapter 8 of the *Stormlight Handbook*.

EXPANDING SCENARIOS

Each scenario includes suggestions on how to expand from a single session into a multi-session adventure. Some suggestions involve adding new scenes or complications into the scenario itself to create a longer and more satisfying story that will require multiple sessions to run. Other examples suggest how GMs can follow a scenario's adventure threads to build toward greater challenges, turning a single session into the start of a grand campaign.

The seven scenarios presented here can facilitate hours of gameplay in the COSMERE RPG. However, with a little work, the stories in these scenarios can grow into months—or even years—of adventure.

If you're ready to get started, use the Scenario Summaries table to pick an appropriate scenario, and begin your adventures on Roshar.

SCENARIO SUMMARIES

Name	Tone	Tier	Location	Scenes	Summary
A Spark in the Supplies	Cozy	1	Any ship voyage	Combat, Conversation	After discovering a strange fabrial hidden in the hold, the PCs must discreetly interview the passengers to uncover the fabrial's owner—without ruining plans for a romantic surprise.
The Great Herdazian Hog Heist	Silly	2	Herdaz	Endeavor, Combat	When a dangerous Fused overseer kidnaps an occupied village's prize-winning hog, the PCs must sneak in and purloin the pig—before he becomes bacon!
Reverent Light	Intellectual	2	Thaylenah	Conversation, Endeavor	A remote temple guardian uses the promise of a perfect gemstone to lure the party into a series of mazes, puzzles, and emotionally loaded conversations.
The Stolen Masterpiece	Whimsical	2	Urithiru	Endeavor	To solve the mystery of a pair of stolen fabrials, the PCs must follow the clues, track the thief, and chase down a runaway beast.
Found in the Dark	Scary	2	Urithiru	Endeavor, Combat	While exploring the uncharted depths of Urithiru, the party is threatened and stalked by a menacing Fused, culminating in a dangerous combat encounter.
Back from the Dead	Dangerous	3	Kholinar	Endeavor, Combat	When a spy who had been presumed dead sends an unexpected request for extraction, the party must stage a rescue—but the sadistic Fused who set this trap has a wicked twist in store.
The Cost of Redemption	Dramatic	3	Marabethia	Endeavor, Combat	To retrieve critical intelligence from a condemned criminal in Marabethia, the party must face the full fury of a highstorm, hungry yu-nerig, and zealous Skybreakers.

A SPARK IN THE SUPPLIES

A TIER 1 ADVENTURE BY BROOKE WHITNEY

WHILE SAILING, A CREMLING INFESTATION belowdecks leads the characters to discover a mysterious fabrial. Clever questioning can uncover its purpose—a surprise proposal!—but when every passenger has something to hide, revealing the right truth won't be easy. This cozy mystery features a combat and a conversation.

SCENARIO HOOKS

Use one of the following adventure hooks to introduce your players to the scenario, or develop a hook of your own:

Ocean Investigation. An up-and-coming artifabrian is making waves in Thaylenah. Rumor has it one of her prototypes is on this ship.

Pest Predicament. Hired to protect the *Dalewillow* from cremling infestations, the PCs are offered 25 marks each and free passage.

GETTING STARTED

The *Dalewillow* is a medium-sized vessel crewed by ten sailors. Captain Tasni ("TAS-nee"; she/her), a sun-weathered Alethi human, is easygoing and honest.

To start the scenario, read the following:

Spirits are high as you cruise the open ocean. The breeze carries a cartwheeling windspren and the taste of salt.

A scream from below severs the peace: "Help!"
Captain Tasni's voice echoes up from an open hatch.
"Cremlings! Help!"

The hold is accessed by hatch and ladder, supporting one character at a time. When the first PC descends, proceed to "A Cremling Problem."

A CREMLING PROBLEM

The hold is a 30-foot square with a ladder on the southern wall. Crates and barrels make the area difficult terrain.

Two **cremling swarms** feast on crates of salted fish 15 feet north of the ladder. When reduced to a quarter of their health, they flee. Tasni Braces behind a crate.

AFTERMATH

Once the cremlings are defeated, Tasni inspects the damaged cargo. Read the following:

In a broken crate labeled "longroot," Tasni spots a sleek fabrial set with a large diamond. Below the gem is a clock, counting down. "This isn't registered cargo," Tasni says, squinting at the device. "A passenger must have smuggled it on."

A PC with the Fabrial expertise or who succeeds on a DC 12 Crafting test discerns the device is custom-made and harmless, but the countdown will reach zero tonight.

When the party is ready to proceed, read the following:

In a hushed voice, Tasni says, "I'll make it worth your while if you find the passenger this belongs to before time's up. Be discreet—they obviously didn't want this found."

SECRET ON THE SEA

Tasni reassures everyone the cargo is safe.

DISCOVER THE FABRIAL'S OWNER

The PCs must question the four passengers (see map 1). This scene is run as a single conversation. PCs can choose to move to another area of the boat before making their contribution. Mechanical effects of the conversation only impact characters in the same area.

Nenal is the fabrial's owner. To avoid ruining her surprise proposal, PCs must separate her from Fasi before exposing the truth.

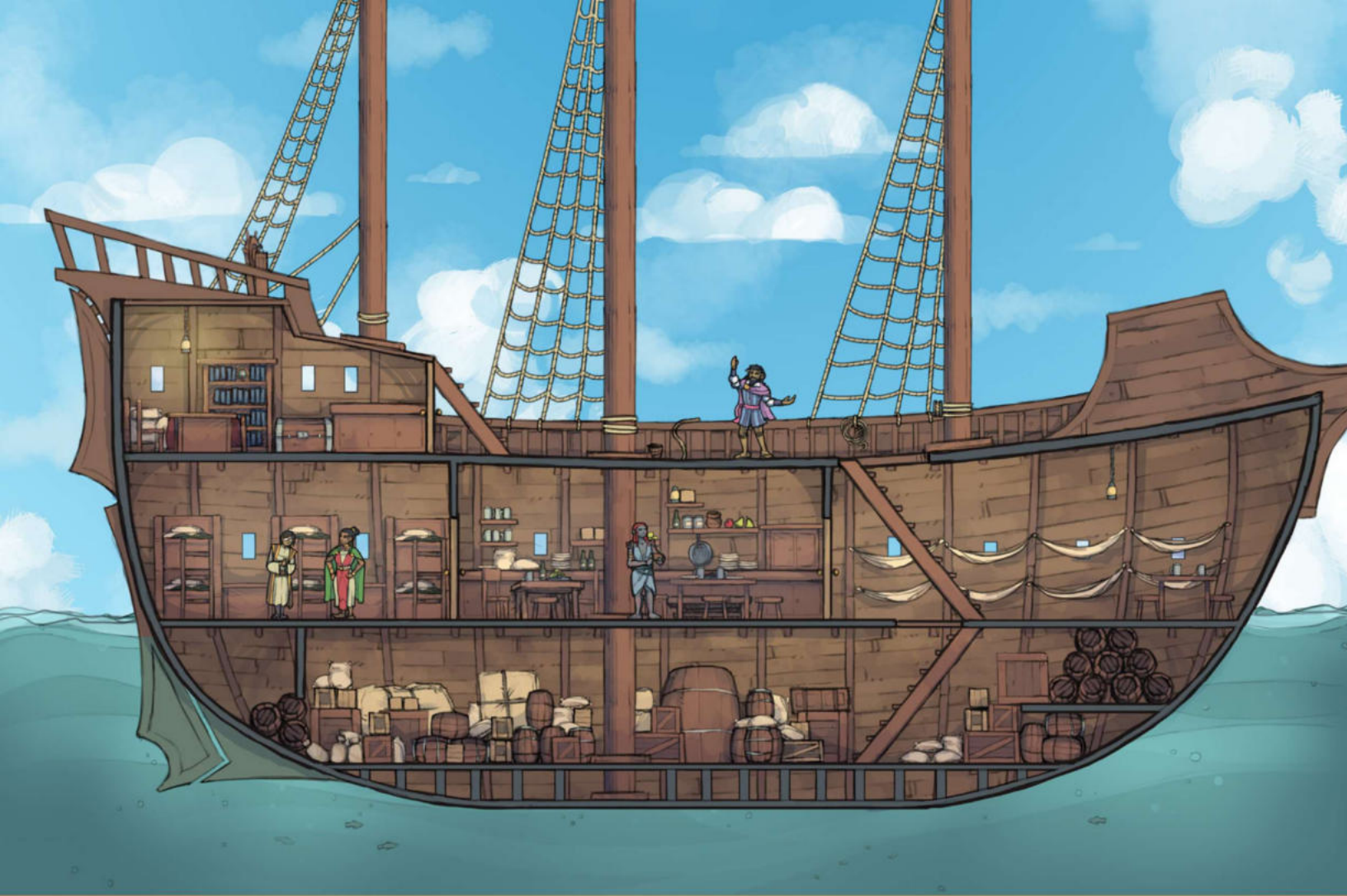
If a character gains an Opportunity or Complication, use the Secret on the Sea Opportunities and Complications table for inspiration.

SECRET ON THE SEA OPPORTUNITIES AND COMPLICATIONS

Result	Example
🌀	A PC spots Nenal pocketing a jewelry box containing a diamond bridal crown.
⚡	A passenger grows suspicious, giving PCs a disadvantage on relevant tests until they address the rumors.

RESISTING INFLUENCE

Each passenger has a Cognitive defense of 12, a Spiritual defense of 11, and 2 focus. Use the Roleplaying the Suspects table to resolve this conversation.



MAP 1: THE DALEWILLOW

ROLEPLAYING THE SUSPECTS

Suspect	Interactions
Mvylrn ("MIV-il-urn"; he/him) is a Thaylen human gambler with a broad grin and glittering rings—all cheap knockoffs.	Mvylrn wants to hide his gambling losses and is receptive to bribery. He spends focus to deny his debts. It only costs him 1 focus to resist influence. If convinced to help, or if he has no focus to spend, Mvylrn tells the PCs he saw Nenal sneaking down to the cargo hold.
Lorasha ("law-RAH-sha"; she/her) is an Alethi nimbleform singer with dark carapace streaked with white. She's carving a wooden jewelry box.	Lorasha recently stole a precious gem from an Alethi noble. If a PC succeeds on a test, she spends focus to resist influence. Alethi PCs gain a disadvantage on all tests to sway Lorasha. If convinced to help, or if she has no focus to spend, Lorasha tells the PCs Fasi has been hiding something from Nenal.
Nenal ("NEH-nahl"; she/her) is a Kharbranthian human apothecary with tawny skin and a quiet intensity, softening only around Fasi.	Nenal is attempting to surprise Fasi with a proposal using the diamond fabrial, and she grows uneasy when questioned. If a PC succeeds on a test, Nenal asks to speak with the party privately, and the next test against Nenal gains an advantage. If a PC fails a test, Nenal deflects attention to Lorasha.
Fasi ("FAH-see"; she/her) is an Azish human historian with umber skin, her hair tied up with a golden ribbon. She laughs often.	Fasi is attempting to surprise Nenal with a proposal using a stack of heartfelt letters. She spends focus to resist suggestions she leave Nenal's side. Approaches focused on helping Nenal, who is visibly stressed, are more effective.

RESOLVING THE CONVERSATION

The conversation succeeds if the party determines the fabrial's owner and purpose before sunset, when the fabrial's countdown ends. If the PCs fail to figure out the mystery after speaking with all four passengers, the conversation fails.

Success. The party solves the mystery. If Nenal wasn't forced to reveal her secret in front of Fasi, proceed to "Sunset Proposal." Otherwise, proceed to "Starlight Confession" instead.

Failure. The party learns what the fabrial does, but not because they solved the mystery. Go to "Sunset Proposal."

SUNSET PROPOSAL

Once the sun sets, Nenal's fabrial activates, casting a shimmering image across the ship's sails of Nenal and Fasi embracing. Nenal proposes, and Fasi eagerly accepts.

STARLIGHT CONFESSION

Nenal's surprise is ruined; she's furious. However, later that night, Fasi surprises Nenal with a proposal of her own. Though Nenal doesn't forgive the PCs, love still wins the day.

CONCLUSION AND REWARDS

Depending on the party's decisions, successes, and failures, any of the following might apply:

Mystery Solved. If the party succeeded, Tasni rewards them with a *lantern (sphere)* worth 20 marks. If the PCs were discreet, Tasni also rewards them with a leather-bound atlas worth 100 marks.

Ruined Surprise. If the party ruined the surprise, Nenal demands a refund of 50 marks to cover her boarding fees. Tasni requests the PCs cover the expense.

EXPANDING THIS ADVENTURE

To expand this adventure, add a series of maritime mishaps. The party could help navigate a highstorm, prepare dishes for a wedding feast, or negotiate with a patrolling Fused—for a handsome payout!





THE GREAT HERDAZIAN HOG HEIST



A TIER 2 ADVENTURE BY MERIC MOIR

A SMALL HERDAZIAN TOWN IS SCANDALIZED when a Fused overseer declares he's going to eat their prized hog—Highprince Sadeas—for breakfast. The characters must rescue Highprince Sadeas before he becomes bacon, but if they enrage the Fused, they'll be sorely overmatched. This silly infiltration features an endeavor and a possible combat.

SCENARIO HOOKS

Use one of the following adventure hooks to introduce your players to the scenario, or develop a hook of your own:

Farm Fury. One of the PCs grew up in Hurziko, and the villagers need help protecting Highprince Sadeas.

When the Resistance Calls. The party is a resistance cell sent by the Mink to disrupt Odium's forces and inspire the locals.

GETTING STARTED

To start the scenario, read the following:

Herdaz is under siege. Odium's forces planned to breeze through the little country, but they've been thwarted by the resistance and their genius general, the Mink.

In the village of Hurziko, the sun falls toward the horizon as you wait in a quiet market square. The pastoral village sits on a key trade route and boasts one claim to fame—a prize-winning hog named Highprince Sadeas.

Hurziko's current ruler, a bad-tempered Fused named Tashgarn, has announced a terrible plan. Tashgarn the Magnified One plans to slaughter Highprince Sadeas for his breakfast.

You must free the hog from Tashgarn's clutches, but you'll have to be careful. If you draw the attention of the Fused, you will likely die.

Ask each player what their character does to prepare. Each PC may make one contribution to the scene, and the following can be discovered with a successful DC 12–14 test or by describing a suitable action:

- ♦ Several warform singers patrol around the farm.
- ♦ The farm's chull, Tessie, clicks loudly when nervous.
- ♦ The enclosure gate sticks.
- ♦ Tashgarn has a hard time staying awake after dark.
- ♦ Two axehounds guard the farmstead's interior.
- ♦ Highprince Sadeas loves melons and hates longroot.

For each piece of information the party gathers, a character gains an advantage on one related test in the upcoming endeavor. Once every PC has had an opportunity to act, begin the heist.

ROLEPLAYING TASHGARN

Characteristics: Sleepy, cranky, single-minded.

Goal: Demoralize the Herdazians.

Appearance: Tashgarn ("TASH-garn"; he/him) is a heavily built Magnified One covered in layers of spiked, red carapace. He is slow-moving and menacing.

After millennia spent on Braize, Tashgarn is ready to lead battles from the vanguard again. Petty, villainous, and frustrated with the war in Herdaz, this vain Fused resents overseeing a post so far from the front lines.





MAP 2: HERDAZIAN FARMSTEAD

PURLOINING A PIG

When the characters approach the farm, read or paraphrase the following:

A few warform singers patrol the area, but the farm is dark. The snores of the dozing Fused overseer, Tashgarn, can be heard in the stillness. The Fused sits at the top of a stone tower that rises above the U-shaped Herdazian farmstead. A chull is hooked to a wagon between rows of rockbuds and crates of melon and longroot are placed against the wall.

There, tucked beneath the eastern wall, is Highprince Sadeas's fenced enclosure. Behind the fence, the hog sniffs the air with curiosity.

To free Highprince Sadeas, run an endeavor (see "Resolving the Endeavor"). PCs can use information gathered during their preparations to gain an advantage on a related test. Once during this endeavor, a character with the Animal Care expertise can use a contribution to add one success. Potential approaches include:

Distract the Guards. Characters could send the patrolling **warform singers** after a false report (DC 17 Deception), or they could convince locals to

cause a disturbance (DC 15 Persuasion). This is a good place to raise the stakes.

Move Covertly. The PCs are likely to sneak at some point (DC 17 Stealth). They might also try to calm Tessie, the nervous **chull** (DC 13 Survival), or repair the gate so it doesn't stick (DC 13 Crafting).

Wrangle a Hog. PCs might befriend Highprince Sadeas (DC 14 Persuasion); a character gains an advantage if they offer the hog melon, but they gain a disadvantage if they offer him longroot. Someone familiar with farm animals could calm the hog (DC 15 Survival).

If a character gains an Opportunity or Complication, use the Purloining a Pig Opportunities and Complications table for inspiration.

PURLOINING A PIG OPPORTUNITIES AND COMPLICATIONS

Result	Example
🌀	Tashgarn sleeps more heavily. Stealth tests gain an advantage until the end of the endeavor.
💥	Two axeounds watch you from a darkened doorway. They must be dealt with, or they'll alert Tashgarn (Magnified One).

DALLIN BIFANO

RESOLVING THE ENDEAVOR

The PCs succeed by accruing 6 successes before 5 failures, or by otherwise completing the objective.

Success. The characters leave the farm without alerting Tashgarn. Go to “Conclusion and Rewards.”

Failure. Tashgarn notices the PCs! Go to “Magnified Fury.”

MAGNIFIED FURY

If the PCs fail the endeavor or otherwise alert Tashgarn to their presence, read or paraphrase the following:

Tashgarn lets out a furious yell and leaps from the tower, landing with such force that pebbles around you bounce into the air.

“Thieves!” he shouts in a voice like tumbling mountain stones.

Tashgarn (**Magnified One**, he/him) attacks. If the PCs alerted the two **axehounds** during the endeavor, they join the Fused in the second round. Two **warform singers** join the combat in the third round, and one of them focuses on recovering or keeping hold of Highprince Sadeas.

AFTERMATH

If the characters defeat or evade Tashgarn, they must leave the area quickly. If Tashgarn defeats the characters, he imprisons them in the farm.

CONCLUSION AND REWARDS

Depending on the party’s decisions, successes, and failures, any of the following might apply:

A Princely Reward. If the characters recovered Highprince Sadeas without drawing attention, the Hurziko villagers throw the PCs a party at a local winehouse. They also reward the PCs with hand-woven Herdazian cloaks worth 100 marks each.

Bitter Bacon. If the characters failed to save Highprince Sadeas or roused Odium’s forces in the process, the villagers declare the PCs are no longer welcome in Hurziko.

PCs in the Pig Pen. If captured by Tashgarn, the characters may need to stage a daring escape or get word to Herdazian resistance forces for aid. In the latter case, a resistance sympathizer in Hurziko might be willing to smuggle a small tool or weapon to the party or send a message on their behalf.

EXPANDING THIS ADVENTURE

To turn this into a multi-session adventure, you could make the hog heist part of a series of efforts to destabilize Tashgarn’s oversight. Characters could conduct sabotage, spread rumors, or cause friction between the Fused and his conscripted soldiers. These actions could lead to an attack by the Herdazian resistance!



REVERENT LIGHT

A TIER 2 ADVENTURE BY SHARAYAH PIERCEY

AN ANCIENT TEMPLE TO THE PASSIONS IN Longbrow's Straits off the coast of Thaylenah houses a perfect gemstone, locked away behind a maze. The temple's guardian might part with the gemstone if the party can maneuver the temple's maze and prove their passions. This intellectual puzzle features a conversation and an endeavor.

SCENARIO HOOKS

Use one of the following adventure hooks to introduce your players to the scenario, or develop a hook of your own:

Under Employ. Taravangian sent the PCs to recruit the temple's guardian and acquire the perfect gemstone.

I Heard a Rumor. The PCs heard about the perfect gemstone and are posing as Coalition representatives to take it for themselves.

GETTING STARTED

The temple's keeper, Prawf (she/her), is experiencing a crisis of faith. Desperate and isolated, she's using those who come seeking the gemstone to prove her beliefs.

Prawf uses the **socialite** stat block with an Investiture score of 7. As an action (►), she can spend 1 Investiture to create an illusion of someone she can see, and she can speak through this illusion.

ROLEPLAYING PRAWF

Characteristics: Soft-spoken, observant, distrustful.

Goal: Prove the Passions true.

Appearance: Prawf ("PROWF"; she/her) is a Thaylen human with wistful eyes and long, dark hair she braids her eyebrows into.

Prawf has dedicated her life to the Passions but now doubts their truth. She reveres spren because they reinforce her beliefs.

GAINING ENTRY

To start the scenario, read the following:

The war rages, but rumor tells of a potential advantage: A perfect gemstone is said to be locked within an ancient temple a day's travel from Klna. The temple's guardian, Prawf, has promised the gemstone to anyone who can prove the depth of their own passion.

That temple now stands before you, built of salt-worn beams and barnacled planks. Prawf waits at its door as if she's been expecting you.

"More come to face my trials?" Prawf asks. "Why should I grant you this test?"

To gain entry, the party can attempt to convince Prawf with a conversation (see "Resolving the Conversation"). The PCs might discuss topics such as the following:

Reverence. PCs who show reverence for spren or the Passions gain an advantage on their test.

You Need Us. A successful DC 14 Insight test reveals Prawf doubts her own faith. PCs can argue Prawf needs their help to prove the Passions true.

RESISTING INFLUENCE

Prawf has a Cognitive defense of 16, a Spiritual defense of 17, and 5 focus. She spends focus to resist arguments regarding Vorinism and war, but she doesn't resist successful arguments regarding faith or fate.

RESOLVING THE CONVERSATION

The conversation succeeds if the party convinces Prawf to open the temple, either because they make compelling arguments or because Prawf's focus is depleted.

Success. Prawf grants entry to the temple.

Failure. Prawf still grants entry to the temple, but her doubt has grown. PCs have a disadvantage on their tests during "Illusions of Self."

SHADE OF STARS



INTO THE MAZE

When the PCs enter the temple, read the following:

Anticipationspren crowd around you. Behind you, the temple door seals. The only way out is through the maze.

To navigate the maze, run an endeavor (see “Resolving the Endeavor”). The endeavor succeeds if the party achieves 6 successes before 4 failures or otherwise completes the objective. Potential approaches include:

Sniff it Out. PCs can rely on their senses to navigate (DC 15 Perception) or recall the temple’s history for guidance (DC 16 Lore).

Break the Walls. The maze’s walls can be destroyed (DC 16 Athletics), but Prawf won’t react favorably. This is a good place to raise the stakes.

After each success, the party finds a door. To open it, the PCs must summon the emotion spren depicted on it, which triggers an alerter fabrial inside the lock. See “Spren” in chapter 1 of the *Stormlight World Guide* for a list of emotion spren.

The PCs’ ingenuity should be rewarded here. A DC 14 test of an applicable skill summons the emotion spren. A successful test or failed test counts as a success or failure for the endeavor.

RESOLVING THE ENDEAVOR

The characters succeed by accruing 6 successes before 4 failures, or by otherwise completing the objective.

Success. The party reaches the maze’s center.

Failure. Pained by the party’s failure, Prawf unleashes a pack of five captive **whitespines** as a new test of their passions. If these beasts are defeated, Prawf leads the PCs to the maze’s center.

ILLUSIONS OF SELF

As the party reaches the maze’s center, read the following:

Prawf walks to the center of the room, arms outstretched. Stormlight pours from her as motes of light form a figure in front of each of you. They look a lot like you...

“The greatest test of passion is to admit one’s deepest desire: to face one’s own heart with absolute honesty and to reveal what it is you truly seek,” Prawf says. “Here is your chance.”

The illusions mirror the PCs almost perfectly, but with disdainful or judgmental expressions.

To pass Prawf’s final test, the PCs must reveal passionate personal desires. Each PC gets one attempt. If the “Gaining Entry” conversation failed, each PC has a disadvantage on their test. If a PC succeeds on a test, Prawf dismisses their duplicate. If a PC fails, they lose 1 focus as their duplicate takes on an unsettling countenance. Potential approaches include:

Conceal. PCs could try to convince their illusory doubles the gemstone is their true desire (DC 14 Persuasion or DC 16 Deception).

Confess. PCs could confess what they truly desire (DC 14 Persuasion).

RESOLVING THE FINAL TRIAL

This scene succeeds if at least half of the characters succeed on their tests.

Success. Prawf is moved by the passion of the PCs and dismisses any remaining duplicates.

Failure. Prawf disappears, revealing she too was an illusory duplicate.

CONCLUSION AND REWARDS

Depending on the party’s decisions, successes, and failures, any of the following might apply:

Passions Proved. If the PCs succeed in Prawf’s final trial, they receive the perfect gemstone. If the “Gaining Entry” conversation also succeeded, Prawf offers the party her alliance out of gratitude for confirming her beliefs.

Faithless. If the PCs failed to pass Prawf’s final test, she slips away with the perfect gemstone through a secret passageway.

EXPANDING THIS ADVENTURE

To turn this into a multi-session adventure, you might follow the party as they wrestle with the fallout from the final trial. If the party succeeded, they may be hunted for the gemstone; possible pursuers could include Veden soldiers, Odium’s forces, or enemies of Prawf. Or if they failed, the PCs might pursue Prawf to steal the gemstone.

THE STOLEN MASTERPIECE

A TIER 2 ADVENTURE BY KIENNA SHAW

SAMI RYTKÖNEN

TWO BUDDING ARTIFABRIANS WERE PREPARING for the Fabrial Exhibit at the Urithiru Grand Showcase when their prototypes were stolen. The party must recover the fabrials before the exhibition begins. This whimsical investigation features a Discovery endeavor and a possible Pursuit endeavor.

SCENARIO HOOKS

Use one of the following adventure hooks to introduce your players to the scenario, or develop a hook of your own:

Fellow Artifabrians. The PCs are submitting work to the Fabrial Exhibit.

Special Guests. Queen Navani invites the PCs to preview the Fabrial Exhibit.

GETTING STARTED

To start the scenario, read the following:

The Breakaway's first Urithiru Grand Showcase is in full swing. The Fabrial Exhibit, where artifabrians present their innovations, is the showcase's crowning event.



Unfortunately, disaster struck mere hours before the exhibit's opening: the showroom was broken into, and two fabrials were stolen!

Yrstyn and Serli, the artifabrians whose exhibits were stolen, request that you recover the fabrials before the opening. Serli's fabrial is a pair of boots that lets its wearer reduce their weight; Yrstyn's is a wristband that diminishes its wearer's fear.

NOZOMI MATSUOKA

WHAT'S REALLY HAPPENING?

Unbeknownst to the PCs, Serli (she/her) hired a thief named Fane (he/him) to steal fabrials from the showroom—but he was interrupted when an escaped goat wandered in after him. They each fled with a fabrial.

ROLEPLAYING YRSTYN

Characteristics: Energetic, insecure, kind.

Goal: Prove their competency to Navani.

Appearance: Yrstyn ("ERR-stin"; they/them) is a teenage Thaylen human with mousy features and thick glasses.

Yrstyn's enthusiasm for fabrial science caught Navani's eye; she personally invited them to present at the showcase. Yrstyn is devastated by the theft.



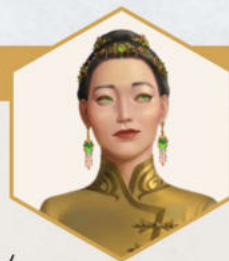
ROLEPLAYING SERLI

Characteristics: Charming, cunning, ambitious.

Goal: Get rich enough to live a life of leisure.

Appearance: Serli ("SEER-lee"; she/her) is a Veden human who adorns herself with fractured gems.

Talented but lazy, Serli uses her charm to hide the truth: she planned the theft to commit insurance fraud.



THIEF'S TRAIL

To recover the fabrials, run a Discovery endeavor. The endeavor succeeds if the party returns the fabrials before they accrue 4 failures. Each clue provides suggested tests for how the PCs may reveal the next clue in the lead line. These tests are potential approaches a PC could make, not specific requirements.

To start, reveal the Backdoor Dasher and Window Flyer leads.

RESOLVING THE ENDEAVOR

The characters succeed by returning both fabrials before accruing 4 failures.

Success. With their fabrials in hand, Yrstyn and Serli can participate in the exhibit.

Failure. The exhibit opens. Unrecovered fabrials are lost.

INVESTIGATIVE WEB

BACKDOOR DASHER

Serli encourages the PCs to chase after a strange beast she saw dash out the showroom's back door.

WINDOW FLYER

Yrstyn encourages the PCs to investigate a mysterious figure they saw climb out the showroom's window.

BEAST SIGHTING

The back door leads to a devastated area of the Grand Showcase. People have been knocked to the ground, stalls torn up, and produce displays chewed through. Interviewing the victims (DC 14 Persuasion) or studying the destruction (DC 15 Deduction) reveals a strange beast ran through, stealing food and attacking with horns and hooves before running out of the city.

CHASING THE BEAST

The beast attempts to escape with Yrstyn's fabrial; see the "Chasing the Beast" Pursuit endeavor.

RETURNING A FABRIAL

If the PCs return the boots to Serli, she thanks them, and Yrstyn implores the PCs to keep searching. If the PCs return the bracelet to Yrstyn, they are incredibly grateful, and Serli releases the PCs from the search. In either case, PCs might notice Serli is acting suspiciously (DC 14 Insight). Asking around about Serli (DC 14 Persuasion) reveals she frequents a seedy eatery called Talamín's Kitchen.

DANGLING THIEF

Hanging from a balcony five rooms away is Fane, a Natan human thief. He escaped using Serli's boots, which ran out of Stormlight. Fane returns the boots in exchange for help (DC 14 Athletics). If the PCs successfully interrogate Fane (DC 16 Intimidation), he reveals two clues: he saw a strange hairy beast carry the second fabrial out of Urithiru (see "Chasing the Beast"), and he was supposed to deliver the stolen fabrials to his anonymous employer at Talamín's Kitchen.

TALAMIN'S KITCHEN

Talamín's Kitchen is an eatery popular with Urithiru's criminals. Interviewing staff (DC 14 Insight) or impersonating the thief (DC 17 Deception) reveals Serli reserved a private booth for herself and Fane tonight. Serli orchestrated the theft!

CHASING THE BEAST

If the characters leave Urithiru to find the beast, run a Pursuit endeavor (see “Pursuit Endeavors” in chapter 12 of the *Stormlight Handbook*). Read the following:

The beast perches atop a nearby cliff, its unsettling yellow eyes watching your every move. As it lifts its head to let out a piercing cry, Yrstyn’s fabrial dangles from one of its wickedly sharp horns.

Characters with the Shinovar cultural expertise recognize this as a goat, a creature rarely found in eastern Roshar.

SPECIAL RULE: CLOSING THE DISTANCE

In Pursuit endeavors, you track the distance between pursuer and target. For this Pursuit, the starting distance is 3 and the escape distance is 6.

GOAT A-GO-GO

As the party pursues the goat, it passes through the following locations:

Sheer Cliff. The goat clambers up the slippery mountainside (Agility or Athletics vs. its +6 Athletics). If needed, use the **horse** stat block from the *Stormlight Handbook* but change its size to medium.

Deep Snowfield. The goat runs on top of waist-high snowdrifts (Athletics vs. its +7 Agility).

Treacherous Boulders. The goat hides among large boulders (Perception vs. its +4 Stealth), obscures its tracks (Survival vs. its +1 Deception), and even knocks loose rocks back toward the party (Agility vs. its +6 Athletics).

RESOLVING THE ENDEAVOR

The endeavor succeeds if the party closes the current distance to 0 or otherwise apprehends the goat.

Success. The PCs can return Yrstyn’s fabrial. Go to the “Returning a Fabrial” clue in the investigative web. If they return the goat, a grateful Shin trader in Urithiru rewards them with a wool short coat.

Failure. The goat escapes with the fabrial. This counts as one failure toward the “Thief’s Trail” endeavor. If they haven’t failed the endeavor, PCs may continue to investigate remaining leads.

CONCLUSION AND REWARDS

Depending on the party’s decisions, successes, and failures, any of the following might apply:

Got the Goat. If the PCs return Yrstyn’s fabrial, Yrstyn offers the party materials for fabrial crafting.

Thief Thwarted. If the PCs return Serli’s fabrial, Serli pays them 50 marks.

Fane’s Fate. If the PCs turn Fane in to the authorities, they’re rewarded with 100 marks.

Marking the Mastermind. If the PCs reveal Serli’s scheme, they’ll receive discounts on fabrals within Urithiru, and Yrstyn promises them a favor.

Fabrals Fumbled. If the PCs lost both fabrals, Serli gets the party banned from the Urithiru Grand Showcase.

EXPANDING THIS ADVENTURE

To turn this into a multi-session adventure, include conspirators from the Vriztl Guild who were working with Serli. The party can investigate the fabrial science scene of Urithiru and uncover a larger scheme.



FOUND IN THE DARK

A TIER 2 ADVENTURE BY CARL SIBLEY

URITHIRU INHABITANTS HIRE THE PARTY TO inspect the tower's unexplored halls. As the party uncovers ancient secrets, they also find something unexpected—and sinister. This unsettling dungeon delve features an endeavor and a combat.

SCENARIO HOOKS

Use one of the following adventure hooks to introduce your players to the scenario, or develop a hook of your own:

Cartographers of Urithiru. Highprince Hatham hires the PCs to map Urithiru's uncharted halls.

Recovering Lost Knowledge. Queen Navani's artifabrians hire the PCs to explore the halls and bring back any ancient research they can find.

GETTING STARTED

Urithiru's unexplored halls are unlit. Before starting the scenario, have the PCs establish what they'll use as a light source.

This scenario's antagonist is a fearsome Deepest One known as the Finder, who recently snuck into Urithiru. At the start of the scenario, the PCs are unaware of his presence.

ROLEPLAYING THE FINDER

Characteristics: Curious, menacing, patient.

Goal: Explore Urithiru to lay the groundwork for an invasion.

Appearance: The Finder (he/him) is a Deepest One Fused with long limbs and fingernails that he drags along surfaces to intimidate his prey. He smiles wickedly.



EXPLORING URITHIRU

To start the scenario, read the following:

Urithiru's unexplored halls are chilly and dark. The slightest noises echo down the winding stone corridors. This appears to be a research complex once occupied by Urithiru's ancient scholars. Cupboards line the walls in some rooms; in others, gem-cutting tools and partially cut gems, all coated in dust, lie on stone worktables. Many doors are locked. Some have keyholes, while others have gemstone-shaped indentations.

This network of long-lost chambers beckons to be explored.

To map the area, run an endeavor (see "Resolving the Endeavor"), which represents a loose montage of the PCs exploring the chambers ahead. Potential approaches include:

Surveying the Area. Characters can measure a room, notice hidden doors, or gather ancient research (DC 15 Deduction or Perception).

Lockpicking. Characters can pick mundanely locked doors (DC 15 Thievery).

Cutting Gems. Doors with gemstone-shaped indentations only open for gems of matching size and facets. PCs can cut an unfinished gemstone (DC 15 Crafting test) and unlock the door.

Applied Forces. PCs can use surges to bypass doors or cleave through with Shardblades.

As the party explores, use the Room Features table for inspiration.

ROOM FEATURES

d6	Composition	Notable Details
1	Cramped, decorated	Floor-to-ceiling stone shelves
2	Large, cracked dome ceiling	Rusting metal tools
3	Winding ramps, ancient murals	Sealed clay jars filled with liquid
4	Series of small rooms	Filled with skittering cremlings
5	Damaged, exposed to the elements	Windows made of cut gemstones
6	Dangerously unstable	Library gemstones

NOZOMI MATSUOKA

SPECIAL RULE: THE FINDER

After the characters' third test, they encounter the Finder. Read the following:

A lanky figure moves in the shadows ahead of you, rummaging through one of the rooms. The creature turns toward you. They speak a few words in Dawnchant. Then they sink into the floor.

Seconds later, a grinding sound echoes through the tunnels.

The Finder has used Cohesion to seal the party in. If any PCs are singers or have the Listener expertise, they know the Finder spoke to the Rhythm of Craving and remarked that he was delighted to discover prey.

For the remainder of the endeavor, the Finder menaces the party at the GM's discretion. The PCs should never be quite sure whether he's lurking nearby. Here are some suggestions:

Eerie Presence. The Finder hums from deep within the stone, causing ominous reverberations. A singer PC or a PC with the Listener expertise can identify this as the Rhythm of Executions. All characters must succeed on a DC 15 Discipline test or lose 1d4 focus.

Lights Out. The Finder partially emerges from a nearby wall to disrupt the party's light source, plunging them into darkness.

Sudden Strangle. The Finder's arms emerge from a nearby wall to choke a PC with his Grasping Hands action (►).

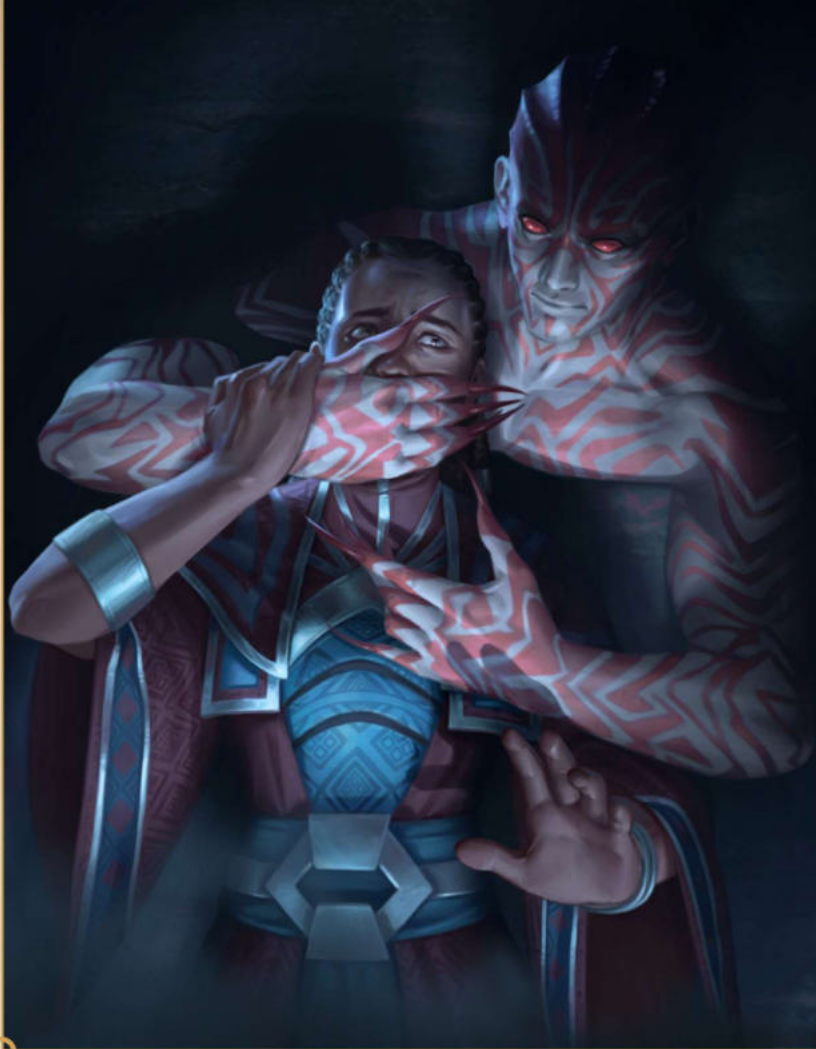
The Finder withdraws into the stone if the characters deal damage to him.

RESOLVING THE ENDEAVOR

The endeavor succeeds if the party accrues 5 successes before 4 failures.

Success. The party mapped the rooms with precision or recovered an abundance of research.

Failure. The party's maps are mediocre, or they couldn't recover much research.



THE FINDER

The Finder is a **Deepest One** with 90 health and the Boss feature:

Boss. The Finder can take both a fast turn and a slow turn each round. After an enemy finishes a turn, the Finder can spend 1 focus to immediately use an extra ► or ▷. Additionally, he can spend 1 focus on his turn to remove a condition from himself.

The Finder ends his turn submerged in stone whenever possible.

SUPPRESSOR CHAMBER

After the endeavor, the PCs reach a final chamber. Read the following:

A long hallway opens into a chamber with a peculiar fabrial built into the far wall. It's the size of a dinner plate, made of garnets and metal, and labeled with two large glyphs: void and suppression. Rubble is piled up in a corner.

Suddenly, a hair-raising screech echoes from behind you.

The sound is fingernails scraping across stone. The Finder is slowly stalking down the hallway, his red eyes glowing in the darkness.

Begin a combat. The Finder begins 50 feet down the hallway from the PCs. The PCs begin 25 feet from the fabrial.

SUPPRESSOR FABRIAL

This rudimentary Voidlight suppressor prototype can't be removed from the wall. Activating it requires the character to Use a Skill (►) to do one of the following:

- ♦ A DC 10 Deduction test to discern how it operates
- ♦ A DC 10 Crafting test to properly align the garnets
- ♦ A DC 10 Lore test to infuse the garnets with available Stormlight

These actions can be performed in any order, and failures can be reattempted. If activated, the fabrial removes the Finder's Boss feature and prevents him from using Swim Through Stone for the rest of the scene.

Once combat ends, PCs can clear the rubble in the corner to uncover a tunnel back to Urithiru's inhabited area.

CONCLUSION AND REWARDS

Depending on the party's decisions, successes, and failures, any of the following might apply:

Hatham's Maps. If the PCs made maps for Hatham, he gives the party 1,000 marks. If the endeavor succeeded, Hatham also offers to become the characters' patron.

Navani's Research. If the PCs collected research for Navani, her artifabrians give the party 1,000 marks. If the endeavor succeeded, the party is also gifted an *amplifying painrial* and a *numbing painrial*.

EXPANDING THIS ADVENTURE

Benefactors might send the characters on future expeditions to explore Urithiru, rout lingering Midnight Essence, or investigate the crystal pillar at the tower's heart.

BACK FROM THE DEAD

A TIER 3 ADVENTURE BY PAM PUNZALAN

COALITION FORCES HAVE RECEIVED AN URGENT message from within occupied Alethkar—a resistance member needs help liberating a captured Radiant spy. That spy, however, was presumed dead. Between a powerful Fused's obsession with mutilating Radiants' corpses and the horrors of slavery in occupied Kholinar, rescuers face a dire challenge. This dangerous rescue mission features an endeavor and a combat.

SCENARIO HOOKS

Use one of the following adventure hooks to introduce your players to the scenario, or develop a hook of your own:

Hope Springs Eternal. This job is personal. One of the PCs knew a member of the spy network.

Too Many Graves. Too many spies wind up dead around Melur. The party must investigate.

GETTING STARTED

A sadistic Fused named Eltharon ("EL-thah-ron," he/him) has been ordered to dismantle the resistance network in occupied Kholinar. Aware that Melur (she/her) is a high-value resistance member, Eltharon has been targeting anyone she associates with.

Eltharon has recently captured Zoyah (she/her), a Windrunner spy who was presumed dead, and used her code phrase to send a fake extraction request to her contact Melur. Eltharon plans to let his targets gather at a hospital so he can kill them all at once—as ordered, and with great pleasure.

To start the scenario, read the following:

You are in the back rooms of a hospital within occupied Kholinar. Your orders are to investigate the call for extraction, then pull the hospital's head surgeon, Melur, and any other resistance members out of the fallen capital.

Melur is desperate. The message is purportedly from her friend Zoyah, the Radiant spy presumed dead. Melur wants you to rescue Zoyah from the warehouse before you extract.

Melur explains many resistance members have been caught in the four weeks since Zoyah was killed. Melur believes Eltharon slaughtered them; the Focused One is a self-styled "sculptor" whose favored materials are the body parts of Radiants.

Melur remains at the hospital to gather sympathizers and prepare the resistance's retreat.

ROLEPLAYING MELUR

Characteristics: Reserved, calculating, compassionate.

Goal: Save as many lives as possible.

Appearance: Melur ("meh-LURE"; she/her) is an Alethi singer with deep red hairstrands, thick limbs, and a broad face.

Melur learned her trade by observing human surgeons at work. She joined the resistance after the original surgeons at her hospital were killed.

REACHING ZOYAH

When the PCs set out to rescue Zoyah, read the following:

The district between the hospital and the warehouse is filled with skittish citizens and strutting warform patrollers. Secretspreen cluster near the warehouse, and warform guards keep a wary eye on their human workers.

To reach Zoyah, run an endeavor (see "Resolving the Endeavor"). The endeavor succeeds if the party achieves 6 successes before 4 failures or otherwise completes the objective. Potential approaches include:

Dealing with Guards. PCs could sneak past the patrolling warform singers (DC 18 Stealth) or divert them through sabotage (DC 16 Crafting).

Sparking Some Tension. PCs may opt for something bold but risky: turn rival Fused against Eltharon (DC 16 Deception). This is a good place to raise the stakes.

Subtlety. PCs could try to disguise themselves as warehouse workers (DC 18 Deception), or convince the enslaved humans to help them (DC 18 Persuasion).

If a character gains an Opportunity or Complication, use the Reaching Zoyah Opportunities and Complications table for inspiration.

REACHING ZOYAH OPPORTUNITIES AND COMPLICATIONS

Result	Example
◆	The secretspren become distracted, allowing freer use of Investiture and fabrials.
◆	A Husked One , one of Eltharon's rivals, is distracting Eltharon. Gain an advantage on approaches focused on turning Eltharon's rivals against him.
☀	Eltharon's guards are tormenting the warehouse workers. Gain a disadvantage on approaches focused on persuading enslaved workers to help.
☀	Eltharon has tightened his defenses. Gain a disadvantage on approaches focused on using stealth or dealing with Eltharon's guards.

SPECIAL RULES: SECRETSPREN

Secretspren—Odium's eyes and ears—congregate around the warehouse. They are drawn towards Investiture, revealing the locations of Radiants and fabrials.

For the duration of this endeavor, using Radiant Investiture or activating fabrials attracts secretspren. Each results in one endeavor failure.

ZOYAH

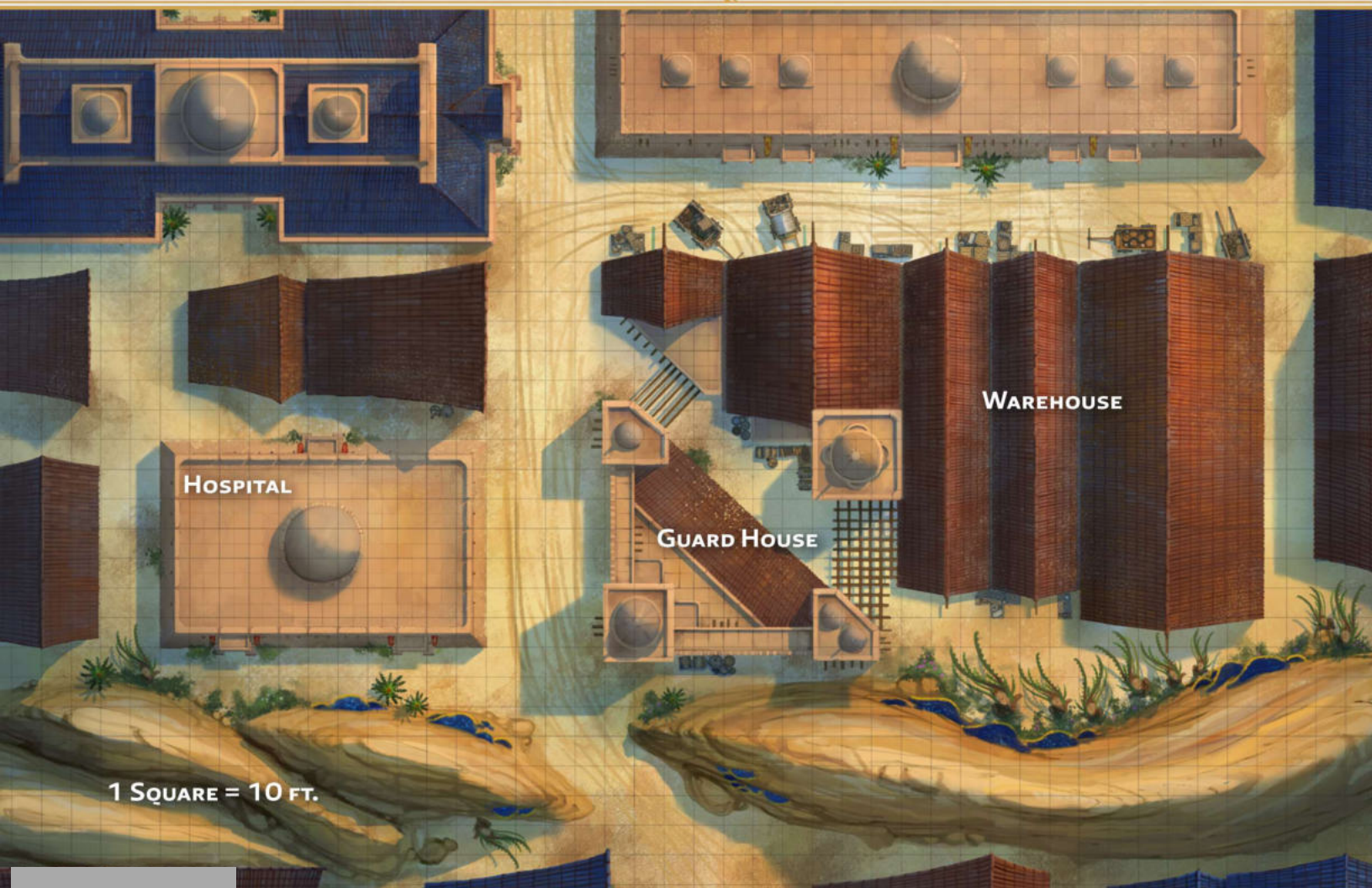
The PCs find Zoyah chained in a storeroom, heavily injured. She is shocked to see them, because she did not send any request for help. She shares the following:

Predator and Prey. Eltharon caught Zoyah with a fake spanreed message. He constantly threatens to add her to his horrific gallery in a nearby stormshelter.

A Helpless Betrayal. Eltharon tortured Zoyah into revealing Melur's membership in the resistance. This has disrupted Zoyah's bond with her spren.

EDUARDO NONATO

MAP 3: OCCUPIED KHOLINAR, ELTHARON'S DISTRICT



ROLEPLAYING ZOYAH

Characteristics: Haunted, passionate, honorable.

Goal: Avenge her comrades.

Appearance: Zoyah (“ZOY-ah”; she/her) is a statuesque Alethi human with light blue eyes.

A Kholinar native, Zoyah joined the resistance after she became a Windrunner. She burns with the need for revenge.



RESOLVING THE ENDEAVOR

The characters succeed by accruing 6 successes before 4 failures, or by otherwise completing the objective.

Success. The characters reach Zoyah and uncover Eltharon’s plans before Melur is killed. Go to “The Hunt is On.”

Failure. The characters reach Zoyah, but are too late to save Melur from being killed. Go to “The Hunt is On.”

THE HUNT IS ON

If the characters succeeded on the endeavor, they can rush back to the hospital just as Eltharon is entering. If the party failed the endeavor, they only reach the hospital as Eltharon is exiting, having already killed Melur and any other resistance members inside.

Upon meeting Eltharon, read the following:

Eltharon’s imposing body is decorated with trinkets from old kills. He greets you with a warm smile—unsettling, given the look in his eyes.

“Such beauty, buried under terrible imperfections... Come. Let me fix you.”

Eltharon (**Focused One**, he/him) attacks. He prioritizes using Surge of Tension against any obvious Radiants. Three **warform singers** join combat in the second round.

AFTERMATH

If the characters defeat Eltharon, they must pull out of Kholinar quickly. If Eltharon defeats the characters, Zoyah will sacrifice herself to create an opportunity for the PCs to escape. Either way, if the PCs succeeded on the endeavor, they may leave with Melur and the additional resistance members at the hospital.

CONCLUSION AND REWARDS

Depending on the party’s decisions, successes, and failures, any of the following might apply:

Mission Accomplished. If the PCs save Melur and defeat Eltharon, Zoyah will lead the party to a supply cache containing a *Shardblade*.

But at What Cost. If the PCs save only Melur or only Zoyah, the surviving NPC promises the resistance will owe the party a favor.

Total Loss. If Melur and Zoyah both die, the PCs receive no reward.

EXPANDING THIS ADVENTURE

To turn this into a multi-session adventure, you could make “Back from the Dead” part of a series focused on locating Radiants captured by Eltharon and his fellow Fused.

THE COST OF REDEMPTION

A TIER 3 ADVENTURE BY MICHAEL PAYLOR

A PRISONER HOLDING VITAL KNOWLEDGE OF Odium's forces has been left as *yu-nerig* bait on the cliffs of Marabethia. Saving them requires overcoming hungry greatshells, zealous Skybreakers intent on seeing justice done, and preconceptions as characters discover their informant is a captured Fused. This dramatic prison break features an endeavor and a combat.

SCENARIO HOOKS

Use one of the following adventure hooks to introduce your players to the scenario, or develop a hook of your own:

Orders from Above. Intelligence has reached the coalition indicating a condemned prisoner holds knowledge of Odium's troop movements in the area.

Cryptic Messages. A Lightweaver named Caelith (he/him) urges the party to recover a mysterious ally, refusing any questions and cryptically stating, "They are vital to this war—and to me."

GETTING STARTED

The Marabethian cliffs are treacherous escarpments rising high above the sea. Here, convicted criminals are hung by their feet to brave the elements and hungry *yu-nerig*—massive greatshells who wait for high tide to bring them easy prey.

Odium-aligned clifftop patrols mean the only approach to the bluffs is by boat, and a looming highstorm threatens to dash the prisoner—and their boat—against the rocks. The PCs need to work quickly or lose their escape.

SHELLS AND SAILS

To start the scenario, read the following:

Waves crash against jagged rock as your boat sways unsteadily. The low rumble of an approaching highstorm blends with the howling wind, and each gust brings a stinging spray of salt.

The cliffside looms ahead, dark shapes above swinging from ropes and chains, while shadows lurk below the waves.

The boat attracts two *yu-nerig* looking for a snack. To evade them, run an endeavor (see "Resolving the Endeavor"). Potential approaches include:

Precise Steering. Maneuver skillfully to break away from pursuit (DC 18 Athletics).

Sail Quietly. Reduce noise to slip away undetected (DC 16 Stealth).

Look for Trouble. Identify underwater greatshell movements, altering course accordingly (DC 17 Perception).

RESOLVING THE ENDEAVOR

The endeavor succeeds if the party achieves 4 successes before 3 failures, or if they otherwise complete the objective.

Success. The party makes it safely to the cliff.

Failure. Two *yu-nerig* attack, attempting to sink the boat and consume the occupants.

CLIFFS OF THE CONDEMNED

Read or paraphrase the following:

The boat pulls alongside sheer cliffs, rusted chains and frayed ropes swaying thirty feet above. Rain begins to fall in frigid splashes, and lightning arcs across the sky as the rumble of thunder fills the air.

The PCs can tie off their boat and climb thirty feet to reach a ledge. The ledge is ten feet away from the dangling prisoner. When the party is ready to ascend, read the following:

The ascent is steep, the handholds are precarious, and shadowy *yu-nerig* circle in the water below. But eventually you reach a lone figure who dangles from a chain nearby, watching you with guarded interest. Rippling red-and-white skin reveals faint yet distinct ridges beneath mud and bruises. The singer's low hum changes subtly as hope enters their widening red eyes.

ROLEPLAYING TALENAI

Characteristics: Proud, sarcastic, pragmatic.

Goal: Escape confinement and find freedom.

Appearance: Talenai ("TAH-len-eye"; they/them) is slight but athletic. The carapace under their skin creates flowing ridges that accent the deep red patterns along their face and arms.

PCs with a relevant expertise and singers recognize the prisoner as a **Masked One**—a high-ranking Fused.

Talenai will offer the following information if asked:

Star-Crossed Spy. While undercover, Talenai met a Lightweaver named Caelith and slowly fell in love.

Betraying Odium. Talenai killed another Fused to allow Caelith to escape capture.

Powerless and Confined. Odium removed Talenai's powers; when they fled, Skybreakers captured and sentenced them to this punishment.

Intel to Trade. They'll trade information on Odium's forces and supply caches for their release.

SKYBREAKER SKIRMISH

If the PCs free Talenai, if negotiations stall, or when the party is ready to advance the scene, read or paraphrase the following:

Several figures detach from the clifftop, gliding down effortlessly toward you. Mist coalesces, and a Shardblade appears as one figure shouts to be heard over a howling wind.

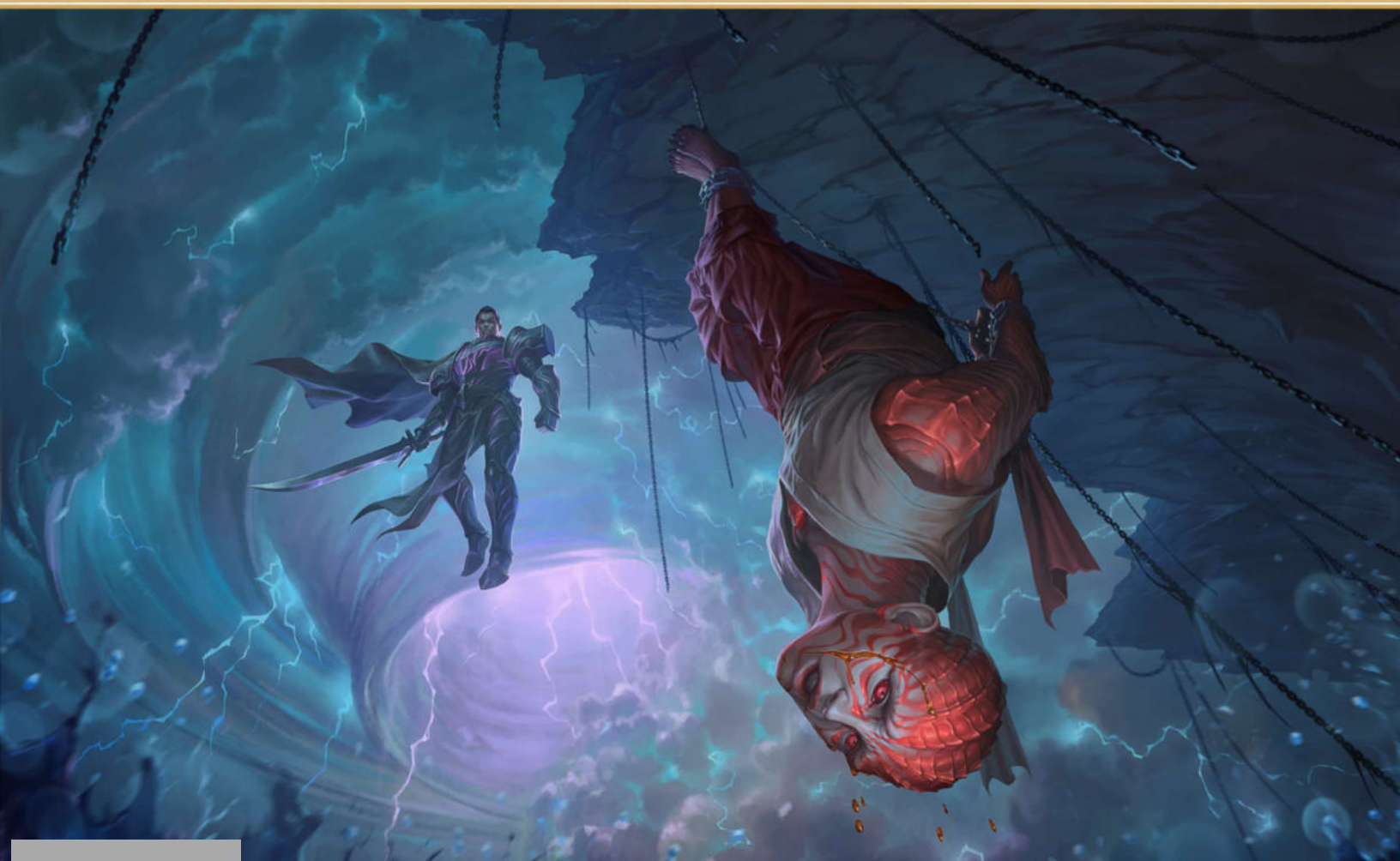
"This prisoner's crimes have been adjudicated under Marabethian law. The sentence is death. You dishonor yourselves and justice by considering interference." Lightning flashes behind him, making silhouettes of four Skybreakers, and the highstorm begins in earnest.

ROLEPLAYING KAYLOR VOSIAN

Characteristics: Calm, authoritative, unyielding.

Goal: See Talenai punished for their betrayal.

Appearance: Kalor Vosian ("KAY-lor VOH-shun"; he/him) is broad and strong, shimmering Shardplate and dark grey cape accentuating his rigid posture.



Vosian (**Skybreaker, Fourth Ideal**) will not allow Talenai to be taken under any circumstances. He is accompanied by one **Skybreaker, Fourth Ideal** and two **Skybreakers, Second Ideal**. PCs may be able to distract the group with arguments or appeals to Marabethian legal code, but if the PCs make any aggressive moves, attempt to free Talenai, or fail two tests, the four Skybreakers attack.

The Skybreakers use Offensive Gravitation (►) and Lashing Shot (►) to hurl boulders, limit movement, and maintain superior positioning. Talenai, if unchained, is too injured to fight.

Throughout the fight, both groups are exposed to the leading edge of the oncoming highstorm. At the start of each round, roll on the Highstorm Effects table to determine the effects.

HIGHSTORM EFFECTS

d4	Effect
1	Freezing rain pelts the cliff. Succeed on a DC 16 Survival test or gain a disadvantage the next relevant test.
2	Lightning strikes nearby. Succeed on a DC 17 Athletics test or take 2d8 keen damage from flying stones.
3	A sudden gale blasts the cliffside. Succeed on a DC 17 Agility test or lose an action the following round.
4	The storm intensifies. Ranged attacks are impossible this round. Succeed on a DC 17 Agility test to avoid losing unsecured gear.

The Skybreakers each fight until at 25 percent health, or until only one is alive, at which point they retreat.

CONCLUSION AND REWARDS

Depending on the party's decisions, successes, and failures, any of the following might apply:

A Daring Escape. If the PCs escape with the prisoner, Talenai provides the location of a gemstone cache and intelligence regarding a convoy of Heavenly Ones transporting a full set of Shards to the Shattered Plains.

Breaking the Law. If any Skybreakers retreated, the party may have earned the ire of the Order of Skybreakers.

EXPANDING THIS ADVENTURE

To expand this adventure, consider making the cliff ascent an endeavor featuring hungry yu-nerig, or making the party locate Talenai amongst a dozen swinging prisoners. Subsequent adventures could feature a strike against Odium's supply lines, and Vosian's report (or absence) could lead the Skybreakers to attempt to recapture Talenai.



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